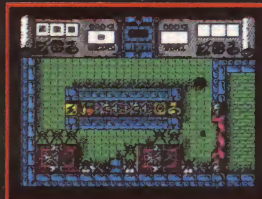
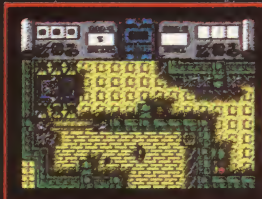


Dandy is the massive arcade adventure that takes you through some of the most detailed dungeons you've ever seen. Either solo or with a (brave) friend you can hack, thump and zap your way through spectres, necromancers and other dungeon-dwellers whose concern for your health and well-being is zero.



SPECTRUM SCREENS

MANUFACTURED IN THE UNITED KINGDOM
FABRIQUE EN GRANDE BRETAGNE
©ELECTRIC DREAMS SOFTWARE 1986
ELECTRIC DREAMS SOFTWARE, 31 CARLTON CRESCENT,
SOUTHAMPTON SO1 2EW, TEL: (0703) 229694

SINGLE CASSETTE PACK

0 47875 44613 7



Electric Dreams

DANDY

DANDY

COMMODORE 64/128 CASSETTE

Electric Dreams

SOFTWARE

COMING SOON ON
SPECTRUM, COMMODORE
& AMSTRAD
HOME COMPUTERS

FLAPJACK

A L I E N S

There are some places in the universe
you don't go alone.



As darkness descends Alien Warriors enter the base where Ripley and her companions are waiting. Nervously flicking the safety catches off their Smart Guns, they creep forward to meet a most hideous nightmare: the Aliens.

Aliens is a Multiple Character Arcade Game in which a well thought out strategy must be used to overcome the Alien Queen and her brood.

Based on the science fiction thriller "ALIENS" the game takes you into a confrontation with the most ruthless creatures ever to have appeared on a cinema screen.

In ALIENS, you become the battle hardened elite Space Marines. YOU become Flight Officer Ripley, the devious Burke, and Bishop the artificial man.

ALIENS is a spine chilling thriller of a game in which you must master your fear before you move into the ominous silence of the Alien infested base.



BIG TROUBLE IN LITTLE CHINA

Some people
pick the damndest places
to start a fight!



The world teeters on the edge of a new age of terror unless Lo Pan, the Mandarin War Lord and his bizarre body of supporters can be defeated. Based on the fantastical film BIG TROUBLE IN LITTLE CHINA, the game leads you into the heart of the action as the three heroes Jack Burton, Wang Chi and Egg Shen, fight with sword, knife, magic and fists to rescue Miao Yin from Lo Pan's domain below China Town, Los Angeles, before she is sacrificed to a demon.

Star Raiders II

The Great Galactic Adventure Continues



The future of the Atarian Federation is in your hands as the evil Zylon Master, Chut, plans to destroy the Celos IV star system.

"Twisting out of Warp Space I dropped the Liberty Star, the hottest fighter in the galaxy, down at the Zylon Attack Base, released a Star Burst, then as the bomb hit, crashed into the midst of a Zylon Squadron. I don't think they were too pleased with me as their base erupted into incandescent flames.

The old Space Academy training came to my aid; check Weapon Systems, Pulse Lasers for trying them, Ion Cannons for hard boiling them and Star Bursts for scrambling. I thought I'd try a little trying for starters...

The sequel to the game that astounded the world, STAR RAIDERS II will leave you stunned; there is simply no other game to compete with its sheer excellence

DANDY

PRODUCTION TEAM

*Software by the Ramjam Corporation.
Based upon the original Dandy program
by John H. Palevich.
Produced by Simon Barnard, Software Studios.
Thanks to Dave, Reuben and Rod.*

BY THE RAMJAM CORPORATION

LOADING INSTRUCTIONS

COMMODORE 64 CASSETTE:-

Press 'SHIFT' and 'RUN/STOP' keys simultaneously and press 'PLAY' on your cassette recorder.

COMMODORE 64 DISC:-

Type LOAD "*", 8,1, and then press 'RETURN'.

AMSTRAD/SCHNEIDER CASSETTE:-

CASSETTE BASED COMPUTER (ie CPC-464)
- Press 'CTRL' and the small 'ENTER' keys simultaneously.

DISC BASED COMPUTER WITH ADDITIONAL CASSETTE PLAYER (ie CPC-6128)

- Type I TAPE and press 'RETURN' then press 'CTRL' and the small 'ENTER' keys simultaneously.

AMSTRAD/SCHNEIDER DISC:-

CASSETTE BASED COMPUTER WITH ADDITIONAL DISC DRIVE (ie CPC-464)
- Type I DISC and press 'RETURN' then type RUN "DISC and press 'RETURN'.

DISC BASED COMPUTER (ie CPC-6128)

- Type RUN "DISC and press 'RETURN'.

All programs will RUN automatically after LOADING is complete.

In case of LOADING difficulties please refer to the chapter on LOADING and SAVING programs in your computer's User Manual.

Hack, thrash and pillage your way to oblivion in 15 dungeons that descend into the heat and darkness of mens souls. Sheba, raw onions and knackwurst, 240lbs of screaming bloodlust. Thor, one Norwegian mother you don't mess with. Alone or together the challenge remains the same: grab the treasure and trash the droves of nasties that are bent hell-ways to trash you.

Keep your energy up with any snacks you find and you may even come out alive. If you do and all the treasure has been collected you will be

presented with a clue at the end of each set of dungeons. Collect the clues from all three dungeon loads and solve the riddle.

KEYBOARD CONTROLS

COMMODORE 64/128 CASS/DISC

Player One -

Space - Cast Spell* (1 player mode)
F - Cast Spell* (2 player mode)
R - Trade treasure for energy

Player Two -

G - Cast Spell*
T - Trade treasure for energy
O - Pause game

KEYBOARD CONTROLS

AMSTRAD CPC CASS/DISC

Player One -

6 - Up
5 - Down
R - Left
T - Right
G - Fire
Space - Cast Spell* (1 player mode)
B - Cast Spell* (2 player mode)
V - Trade treasure for energy

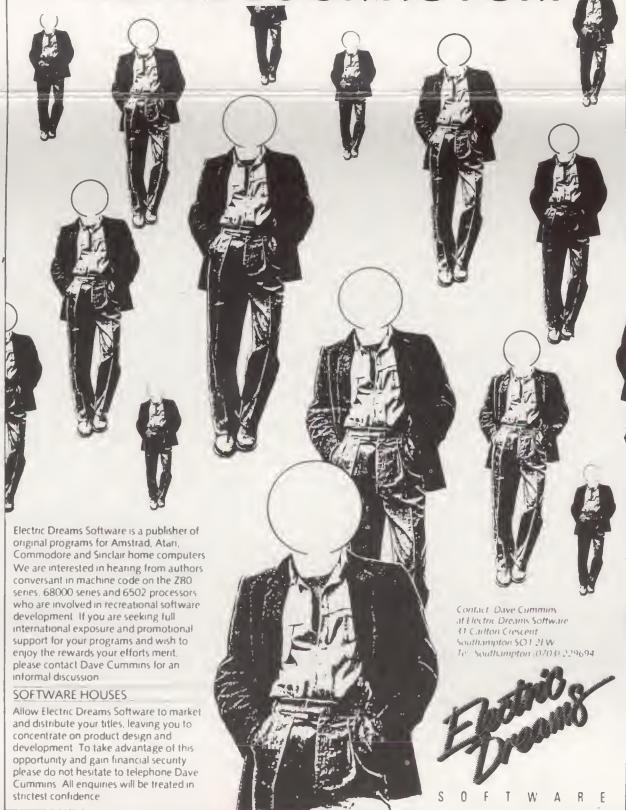
Player Two -

↑ - Up
↓ - Down
← - Left
→ - Right
ENTER - Fire
N - Cast Spell*
M - Trade treasure for energy
O - Pause game

* Spells are cast randomly and either disorientate, paralyse or kill.

- * One or two player options
- * Select dungeon; play them in any order you like
- * Trade treasure for energy
- * Joystick or keyboard

ARE YOU THE BRIGHT SPARK WE ARE LOOKING FOR?



Electric Dreams Software is a publisher of original programs for Amstrad, Atari, Commodore and Sinclair home computers. We are interested in hearing from authors conversant in machine code on the Z80 series, 68000 series and 6502 processors who are involved in recreational software development. If you are seeking full international exposure and promotional support for your programs and wish to enjoy the rewards your efforts merit, please contact Dave Cummins for an informal discussion.

SOFTWARE HOUSES

Allow Electric Dreams Software to market and distribute your titles, leaving you to concentrate on product design and development. To take advantage of this opportunity and gain financial security please do not hesitate to telephone Dave Cummins. All enquiries will be treated in strictest confidence.

Contact: Dave Cummins,
at Electric Dreams Software
11 Carlton Crescent
Southampton SO7 2JW
Tel: Southampton (0703) 219694

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Dreams*

S O F T W A R E